

Docket No. F-6917

Ser. No. 09/816,204

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PROPOSED CLAIM AMENDMENTS PROVIDED.

Proposed Amendments of claims 1-8 are provided herewith. Independent claims 8 and 10 will be addressed following confirmation of acceptance of amendments of claims 1-8.

ISSUES

1. §112, FIRST PARAGRAPH. The Examiner is concerned as to which texture affects which when the textures are mixed and apparently finds claims 6-7 in contradiction with claim 1.

Claim 1 is proposed to be amended to recite that the mixing ratio of the first texture affects the drawing of the second texture. This amendment is supported by description in the original specification, at page 6, line 19 to page 7, line 9. Particularly, at page 6, lines 22 to 28, it is described that "The texture has A-(Alpha) channel, by which...that permissibility of drawing other (i.e., second) texture over the (first) texture can be set." According to the specification, the A-channel included in the first texture defines the mixing ratio of the first texture and the second texture. Claims are amended in line with this description. By this amendment, we believe the 35 U.S.C. 112 rejection will be overcome.

Claim 6 is amended to recite that the first texture undergoes gradation by the second texture resulting from the mixing. This is clearly supported by figures 8 and 9. Additionally, since the final displayed texture is a combination of the first and second texture, and the mixing is decided by mathematical operations involving data of the first and second textures, it is submitted that it is irrelevant which texture affect which. Does it matter if it is stated that $2 \times 3 = 6$ whether 2 affects 3 or 3 affects 2?

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The Examiner states that "after projection wherein there is no first texture available because the first texture becomes the second texture after projection" This is incorrect and it is asked that the Examiner review page 9 of the specification.

2. §112, SECOND PARAGRAPH.

Claim 6 is proposed to be amended to recite that the first texture is affected by the second texture based on mixing. After mixing it is irrelevant which affect which. However, since the first texture exists first on the polygon, it is better to say the second texture affect the first texture.

3. §102 REJECTION BASED ON GODDARD.

In the office action, claim 1 is rejected as being anticipated by the reference Goddard. However, Goddard does not teach or suggest "the texture moving means" which moves the second texture on the polygon by successivly varying the two-dimensional coordinates of the second texture in time-series .." Goddard discloses displaying the object 1 on the displayed picture in consideration of the Z-coordinate and varying the X/Y coordinate data of the polygon constituting the object 1 to move the object 1 on the displayed picture. However, although Goddard teaches moving the polygon on the display, Goddard does not teach or suggest moving the texture c on the polygon by varying the coordinates of the texture such that the texture thus moved appears to be a moving image, as required in the claims. Applicant has reviewed the Goddard reference and cannot find any hint of realizing a moving-picture like display by moving the position of the texture on the polygon, and especially with mixing two textures.

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In view of the above, it is submitted that the reference cannot anticipate the claims. It is the desire of the applicant that the Examiner clarify in the interview where he believes the Goddard reference discloses the claim subject matter or agree that it does not disclose the claimed subject matter. It appears the Examiner misinterprets either the claims or the Goddard reference.

PROPOSED CLAIM AMENDMENTS

1. (Currently Amended) A game system for projectively transforming a plurality of polygons, which form a three-dimensional object located in an imaginary three-dimensional space, to a viewpoint coordinate system to draw the polygons on a projection plane of a display, comprising:

a polygon drawing means for drawing a polygon [[with]] having a first texture imposed thereon, said first texture including a mixing ratio of the first texture which affects drawing of another texture onto the first texture so as to determine a mixing of the first texture and the another texture;

a calculating means for calculating two-dimensional coordinates of a second texture by projectively transforming three-dimensional coordinates of vertexes of the polygon drawn by the polygon drawing means onto an imaginary two-dimensional plane which is prepared in advance and corresponds to the two-dimensional coordinates to produce two-dimensional vertex coordinates;

a second texture drawing means for drawing the second texture, which is a still image texture prepared in advance, on the polygon drawn by the polygon drawing means based on the two-dimensional vertex coordinates of the second texture calculated by the calculating means, wherein said second texture is treated as said another texture and the first texture and the second texture are mixed based

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on said mixing ratio of said first texture to effect the drawing of the second texture onto the first texture; and

a texture moving means for simulatively moving in the display the second texture, drawn by the second texture drawing means, on the polygon drawn by the polygon drawing means by successively varying the two-dimensional coordinates of the second texture in time-series relative to [[the]] previously calculated two-dimensional vertex coordinates of the second texture so that the second texture picture appears to be a moving image relative to the polygon when displayed.

2-3. (Canceled)

4. (Original) The game system according to claim 1, wherein luminance of colors of the second texture are different in different areas in the second texture.

5. (Original) The game system according to claim 1, wherein luminance of colors of the second texture vary in proportion to coordinate value in either one direction of the two-dimensional coordinates if the two-dimensional coordinates are fixed.

6. (Currently Amended) The game system according to claim 1, wherein a part of the second first texture undergoes an affect of gradation by the [[first]] second texture resulting from the first texture and second texture being mixed.

7. (Cancelled) The game system according to claim 6, wherein the gradation is executed by mixing the colors of the first texture and the colors of the second texture with a predetermined mixing ratio.